

What is claimed is:

1. An entertainment system comprising:

a first video input for receiving video signals from an original source;

a first audio input for receiving first audio signals from said original source;

a second audio input for receiving second audio signals from a secondary source independent of said original source;

a first volume control for selectively adjusting the volume level of said first audio signals;

a second volume control for selectively adjusting the volume level of said second audio signals; and

a device for mixing said selectively adjusted first audio signals volume control commands with said

selectively adjusted second audio signals.

a device for recording second audio signals

a device for recording first video signals

a device for recording second video signals (special visual affects built in or inserted)

a device for recording electronic volume commands

a device for storing and recalling named input data

a device for synchronizing video with all recorded data upon play back on a T.V. or Monitor

2. The entertainment system as recited in claim 1 further comprising:

a recording devise for recording {said mixed first and} said second audio signals and recording the volume control commands from first audio for

subsequent playback.

3. The entertainment system as recited in Claim 2 wherein said

recording device is further structured and disposed for recording said video signals and play back of said video signals

from said original source with said {mixed first and} second audio signals and volume control commands for subsequent playback.

4. The entertainment system as recited in Claim 1 where in said original source of said video signals and said first audio signals is a broadcast program.

5. The entertainment system as recited in Claim 1 wherein said original source of said video signals and said first audio signals is a recorded medium.

6. The entertainment system as recited in Claim 1 wherein said secondary source included at least one microphone.

7. The entertainment system as recited in Claim 6 wherein said second audio signals are transmitted through said one or more microphones and are derived from interjected voice dialogue, noises and utterances made by one or more users.

8. An entertainment system as recited in claim 1 comprising:

- a first audio input for receiving first audio signals from said original source;
- a second audio input for receiving second audio signals from a secondary source independent of said original source;
- a first volume control for selectively adjusting the volume level of said first audio signals;
- a second volume control for selectively adjusting the volume level of said second audio signals; and
- a device for mixing said selectively adjusted first audio signals volume control commands with said selectively adjusted second audio signals.

9. The entertainment system as recited in Claim 8 further comprising:

a recording device for recording the {mixed first and} second audio signals
special affects audible or visual as recited in claim 1 for

subsequent playback with the mixed first volume control commands.

10. The entertainment system as recited in Claim 9 wherein said original
source of said first audio signal is a broadcast program.

11. The entertainment system as recited in Claim 10 wherein the
broadcast program is a conventional television signal.

12. The entertainment system as recited in Claim 10 wherein said
broadcast program is a cable television signal.

13. The entertainment system as recited in Claim 10 wherein the
broadcast program is a satellite television signal.

14. The entertainment system as recited in claim 9 wherein said original
source is a recorded medium.

15. The entertainment system as recited in claim 9 wherein said
secondary source includes at least one microphone and said second audio signal are
derived from interjected voice dialogue, noises, and utterances made by one or more
users
through at least one microphone.

16. The entertainment system as recited in Claim 15 wherein said
secondary source comprises a plurality of said microphones.

17. A method of playing a game for amusement and entertainment,
comprising the steps of:

providing a television monitor and speakers for playing an original program
containing audio and video;

providing devices comprising:

a first video input for receiving video signals from the original

program;

a first audio input for receiving first audio signals from the original

program;

a second audio input for receiving second audio signals from a

secondary source independent of the original program;

a first volume control for selectively adjusting the volume level of said

first audio signals;

a second volume control for selectively adjusting the volume level of

said second audio signals and

means for mixing the selectively adjusted first audio signals volume control commands with aid

selectively adjusted second audio signal;

providing a microphone to each of a plurality of the game;

playing the original program on the television monitor;

2

interjecting dialogue, utterances and noises by each of the plurality of player

using the respective microphones;

adjusting the volume level of the audio of the original program and recording the volume commands onto a hard drive for play back (Named Recall)

adjusting the volume level of the interjected dialogue, noises and utterances

of the players; as recited in claim 7 and recording them onto a hard drive for play back on named recall

mixing the interjected dialogue, noises, and utterances of the players special affects audible or visual with the

audio volume control commands of the original program;

recording the {video of the original program with the mixed} audio volume control commands as recited in claim 1 of the

original program and interjected dialogue, noises and utterances of the players on a

selected medium, Hard Drive to produce a {recorded master copy} named recall data entry in the hard drive as recited in claim 1 and

playing the {recorded master copy} named recall data on the television monitor and speaker for

amusement and entertainment.